Between InZOI and Paralives, which one has the Sim that behaves the closest to Sims 3?
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Community: r/LifeSimulators
Posted by: u/VolkiharVanHelsing
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While everyone is busy gushing about Sims 3's open world, I find myself attracted to their Trait system more.

In Sims 3, I find Traits give Sims personality/character like never before. From naturally being able to fight burglars to straight up unable to die from anything but old age bc Death himself finds their suffering entertaining. 5 of these Traits and your Sims have so much character in them, some of these can even interact within the Sims themselves (Workaholic cancels Family Oriented desire to quit their job after a newborn) affect the behavior of your Sims with others (Good Sims will dislike Evil or Mean Spirited Sims).

For the most part, no, the Sims 4 wholly failed this Trait system implementation, probably due to it originally being designed as an online game.

And so I ask, between Paralives and InZOI, which one of their "Sim" is as rich as Sim 3's in term of characters?

COMMENTS (14 fetched)

[u/Sincerely-A] [140 pts] [Jun 10, 2026]
it's wild and not talked about enough how badly Sims 4 fumbled the traits system. it actively made it worse

[u/Demdolans] [43 pts] [Jun 10, 2026]
Or how they marketed those different "walks" and never developed them further.

[u/Booknerdly] [187 pts] [Jun 10, 2026]
inzoi, 100%
Paralives characters currently can't even start conversations or take actions beyond the basics to keep them alive. With them refusing to change the card systems it's possible they may never be able to start conversations.
Inzoi characters will walk around town, go to events, talk to eachother, interact with

their environments, eat and drive, i even just found out they can sleepwalk.

[u/gravyandasideofbread] [13 pts] [Jun 10, 2026]
Too bad inzoi doesn't have a genetic system, and babies can't inherit different features from different face models. The game seems interesting to me but from a genetics perspective it is not one that entices me at all. If my character can't inherit one parent's eyes, the other's eye color, one's nose, the other's lips... then to me it's just an environment simulator. InZoi seems to have beautiful graphics but every single zoi looks uncanny to me, especially as they emote. The babies are cuter than paralives and the sims I think that's true. Idk. Inzoi appealed to me surface level, but when I have played the characters don't all have unique personalities like the sims 3, they just have slightly alternating abilities to interact with the world. But idk, nothing perfect

[u/MikiIsa] [20 pts] [Jun 10, 2026]
I believe they've said they are working on it.

[u/Revolutionary_Bit437] [37 pts] [Jun 10, 2026]
the babies are getting an update this month!

[u/SparklyGlitter94] [7 pts] [Jun 11, 2026]
The team addressed the genetic system 6 days ago as players have continuously pointed out how its flaws:

"In addition, we're addressing a variety of issues based on your feedback. While reviewing the genetics system, we identified several areas that needed improvement and have been working to refine them. Due to some structural limitations within inZOI, it is difficult to say that the system is perfect yet, but we are continuously making improvements to achieve more natural and believable results."

So the genetic system will be getting a revamp so traits and facial features can be inherited.

[u/NeonFraction] [27 pts] [Jun 10, 2026]
Some of these cut traits are fascinating: Always late. Overtly Masculine. Big Ego.

[u/ButteryAwesome] [10 pts] [Jun 13, 2026]
To be honest, some of those were my favorites because they were relatable and evocative. Generally speaking though, the traits that got cut along the way fell into a few categories: Too much work to make work, too nuanced or infrequent to be worth it, or too prescriptive/presumptive.

Things like "always late" were definitely the way you'd describe your partner or friend, but it'd be almost impossible to notice in the context of The Sims. And things like "overtly masculine/feminine" were intended to give players a way to create more interesting and recognizably diverse Sims, but they were really broad, implied/assumed way too much and risked not reflecting a particular player's intent.

[u/VolkiharVanHelsing] [3 pts] [Jun 19, 2026]
"We"? wait who are you?

Sims 3 director holy shit

[u/justlucyletitbe] [22 pts] [Jun 10, 2026]
What’s your post picture from? I want to play sims in that style lol

[u/Historical_Bus_8041] [34 pts] [Jun 10, 2026]
It’s wild to me to see the Sims 3 being idealised in this way when it was such a step down in personality/character from the Sims 2.

[u/ButteryAwesome] [7 pts] [Jun 13, 2026]
That’s interesting feedback. The more extreme personality expressions in Sims 2 were something we added extremely late in development as a way to make Sims appear more unique and just generally distinct from one another.

When we realized that Sims’ behavior hadn’t really evolved all that much between Sims 1 and what we were about to ship, there was a bit of a freak out.

It was far too late in development for us to change the way the personality axes (nice/mean, neat/sloppy, etc.) worked overall, but we pulled together a little "strike team" of animators and gameplay engineers for several months to design and implement what we felt were some high-impact behaviors that reflected specific extremes or milestones along those personality axes, as sort of a baby step. In the end that turned out to really be a prototype for or a precursor to the more discrete personality traits that ended up in Sims 3.

I felt good about what we’d crammed in at the end of Sims 2 development, but I really wanted to embrace that chunky, descriptive, evocative way that people describe themselves and the people around them. In the end, sliders and positive/negative point restrictions felt too limiting and obfuscated when describing your annoying roommate :).

[u/Ysisbr] [3 pts] [Jun 15, 2026]
I believe "The Sims 3’s personality is a downgrade from The Sims 2" isn’t that much of a popular opnion and a lot of the people who think that are adding relationship/aspirations/wants (Which are often negatively compared to the previous game) or other details into "Personality".

There are even some pretty dedicated moders trying to add TS3’s system into TS2.

[u/VolkiharVanHelsing] [1 pts] [Jun 19, 2026]
>There are even some pretty dedicated moders trying to add TS3’s system into TS2.

Is that even possible?

[u/VolkiharVanHelsing] [21 pts] [Jun 10, 2026]
Personality in TS2 is actually worse, just binary with a sliding scale

Their strength is in relationship and better family tree

[u/Morn_GroYarug] [38 pts] [Jun 10, 2026]
It’s not just binary. Ts2 trait system is quite deep, actually. Here’s a [video](https://youtu.be/iWqzY8xadw0) about it.

[u/Mersaa] [23 pts] [Jun 10, 2026]
true. i think people have that perception because a lot of it happens in the background and presents itself in details within interactions, relationships etc

[u/VolkiharVanHelsing] [3 pts] [Jun 10, 2026]
I’ve watched it

The "others" stuff is actually quite similar to Traits effects in TS3 tho, and Traits in TS3 is added every pack whilst in TS2 we’re stuck with the same 10 personalities

[u/GuavaBlackTea0] [10 pts] [Jun 10, 2026]
Nah. It was more complex

[u/VolkiharVanHelsing] [5 pts] [Jun 10, 2026]
Eh only for under the hood calc for skill/needs/career rate which is quite micro

Whereas the effects in "others" is macro (but TS3 outdone this bc there’s so many Traits vs 10 mut-ex personalities)

[u/GuavaBlackTea0] [8 pts] [Jun 10, 2026]
Hmm i see what you mean. What i do appreciate with the point system, it forces a "negative" personality in some aspects which added a little bit of challenge.
Sims 3 you could choose all "easy" traits. Charisma, good kisser, green thumb, handy, good cook etc and make people with only good about them.

Sims 2 *makes* you choose between someone being neat but shy, outgoing but lazy. Outside of the shift cheat that lets you add or lessen personality points

If we were to switch back to traits, id prefer how medieval forces you to choose fatal flaws, so it forces imperfect people. Although users could choose in TS3 to make sure a sim has 1-2 "negative" traits at your own volition if wanted, so either system is fine in that way, i just prefer the game making it harder on you

[u/VolkiharVanHelsing] [5 pts] [Jun 10, 2026]
Well I’m a storyteller, I will put those negative Traits no matter what lol

[u/Ysisbr] [1 pts] [Jun 15, 2026]
Yeah, i don’t understand why choice would be a problem. We also have the option to cheat, but you can just play the way that best fits you.

I prefer The Sims 3’s personality partiality because of what you said about binarity. I see being shy and being a loner, grouchy and aggressive as different things and The Sims 2 can be too limiting. Sometimes i want to make Mary Sues and sometimes i want to make people who have all the cards against them (personality wise), sometimes i want to make an evil, friendly person.

[u/LightmareDaydream] [4 pts] [Jun 11, 2026]
I do like that in TS3 when you’re raising a kid, if you’re kid progresses to the next life stage badly you get a bad trait, decently you get a good one, and really well you get to pick.

So in that way it *can* force you to play with traits that you otherwise might not.

[u/GuavaBlackTea0] [3 pts] [Jun 10, 2026]
Where is this original post?

[u/ButteryAwesome] [6 pts] [Jun 13, 2026]
Late to this thread, but I directed both Sims 2 and Sims 3.

I’ve actually posted/responded a couple of times on this as distinct personality, nuanced-but-recognizable behavior and emergent story moments are key to life sims for me. I just love the surprise and unexpected moments that you can then "work backward" from to justify based on what you know about the Sims (or Zois or Paras) involved. It makes them feel alive and worthy of your care and attention (as opposed to puppets or dolls that you just manipulate to act out your own stories) while grounding them in something you can, at least retroactively, make sense of.

My old AMA is here... [I’ll be hosting a Sims AMA on r/Sims3 - Sunday May 11th at 11am PDT
:
r/Sims3](https://www.reddit.com/r/Sims3/comments/1kh5odq/ill_be_hosting_a_sims_ama_on_rsims3_sunday_may/)

... and here’s a different thread on personality traits and early prototyping... [A hard pill to swallow: Sims-like simulations are likely too large for small indie devs to handle.
:
r/LifeSimulators](https://www.reddit.com/r/LifeSimulators/comments/1p2z7mi/comment/nq2p87u/
)

[u/GuavaBlackTea0] [2 pts] [Jun 13, 2026]
Thank you so much!

[u/Business-Equal8536] [13 pts] [Jun 10, 2026]
I’ve played inzoi since release, people saying inzoi imo is just not true. I feel the personalities aren’t expensive enough as id like (not like ts4 is b4 anyone brings it up, ts4 is one of the worst ones) and Id like to see more personality options like manic, rude (not malicious, just like rude or hot headed) etc. I feel like most life sims only have the extremes, and imo, nothing comes close to the sims 3. Yes it’s in early access and I

absolutely hope they improve it, but as of right now it’s not for me.

[u/IDontExistHelp] [13 pts] [Jun 10, 2026]
Ooo rude would be cool

Imo, they have improved a lot compared to launch and they already feel a lot more distinct now but there is definitely room for improvement especially what you’re saying with more personality options.

[u/MikiIsa] [6 pts] [Jun 10, 2026]
They gave two options tho either paralives or inzoi and at the moment inzoi is closer to that.

[u/Business-Equal8536] [1 pts] [Jun 10, 2026]
Yes but I’m saying it still need so much work to actually get there

[u/MikiIsa] [3 pts] [Jun 10, 2026]
I don’t think anyone thinks that inzoi is at that level it’s still in early access has tons of room to grow.

[u/Business-Equal8536] [1 pts] [Jun 10, 2026]
Like I said in my message

[u/No_Appointment_5179] [10 pts] [Jun 10, 2026]
I don’t know either haha whenever someone mildly criticises Inzoi they get downvoted to oblivion. I enjoy the game I just want it to be better. But regardless, people are here to share opinions, no matter the downvoted or upvotes.

[u/monsterfurby] [6 pts] [Jun 10, 2026]
InZoi especially has a weird degree of parasocially engaged people to it - i.e. people who personally identify with it somehow. It’s not a bad game or take on the genre - indeed, I think the devs are on the right track - but some of the things people see in it feel really premature and informed by wishful thinking.

[u/Jon_AMS] [3 pts] [Jun 10, 2026]
Inzoi has like a cult that won’t take any critical thinking

Thankfully it’s a small, but vocal, part of the community

[u/No_Appointment_5179] [6 pts] [Jun 10, 2026]
I mean, I agree, from the way I’ve seen people talk about Kjun as if he were their personal friend and they eat lunch together daily. But that’s all I’ll say, last time I pointed it out got my ass shredded for that lmao so I just comment on the game and the features and mechanics, I try not to engage with the parasocial comments

[u/Reze1195] [22 pts] [Jun 10, 2026]
Inzoi no doubt. The way they kinda worded the traits and personalities though, sounds a bit

pretentious. Like, Recluse, Go-Getter, Rulebreaker... Pacifist...

Just name them Loner, Ambitious, Mean...

So many things in the game could have been simplified without the need to sound profound or some life lesson or some shit like that (no hate on the actual game, game is good)

In terms of effects on gameplay and actual in-game behaviour, they do significantly take effect and are much more noticeable as of recent patches.

[u/BunnehCakez] [77 pts] [Jun 10, 2026]
I love the trait system in inZOI, but how are the names pretentious? Go-Getter, Charmer, Perfectionist? I think the names are ok.

[u/lyricaldorian] [14 pts] [Jun 10, 2026]
I think you meant loquacious, not pretentious.

[u/wrongtarget] [52 pts] [Jun 10, 2026]
There’s nothing pretentious about that lol

[u/Revolutionary_Bit437] [5 pts] [Jun 10, 2026]
i mean that’s how the entire game sounds tbh, i just attribute it to the fact that the devs are korean so when they translate it the game doesn’t sound as casual (at least i believe that’s why, i don’t speak korean so idk)

[u/MikiIsa] [3 pts] [Jun 10, 2026]
Yeah it’s hard to match words in different languages sometimes. Especially since every culture is different so something good in one culture can be seen as negative in another.

[u/VolkiharVanHelsing] [11 pts] [Jun 10, 2026]
Well Sims 4 also have those descriptive traits but in practice they don’t do as much

Does InZOI have a trusted Wiki or smth, I wanna check

https://preview.redd.it/22q9kz7ird6h1.jpeg?width=2160&format=pjpg&auto=webp&s=abe2675554c5471cd24f425e7a95a92f89a114d8

[u/IDontExistHelp] [10 pts] [Jun 10, 2026]
Sadly wiki hasn’t really gotten updated :(

I agree with everyone though, inzoi is giving me a lot of Sims 3 vibes and the traits and personalities affect the Zoi! They’re also planning to make them feel even more distinct with the next update

[u/CuriousCharlii] [2 pts] [Jun 11, 2026]
We.Need.To.Stop.Comparing.

BOTH games also are still in production. Paralives is also behind InZoi and InZoi is no

where near complete.

What is the point in comparing here?

[u/QuizzicalWombat] [1 pts] [Jun 10, 2026]
Personally I feel a sims 2 and 3 vibe from Paralives. It still needs a lot of work on the paras, their personalities and interactions but something about it just gives me that early sims vibe. Inzoi is so pretty but I had nothing more to it imo, it’s visually stunning but empty.

[u/vishaka-lagna] [1 pts] [Jun 11, 2026]
Neither, but I think Kjun plans to focus on this giving the feedback received in the Discord.

[u/AlarmingAd3031] [-4 pts] [Jun 10, 2026]
Everyone is going to say Inzoi just because it’s the most cooked game and you can do more stuff but if we are talking "built on personality first" it’s Paralives. To a fault though. Their personality even changes their needs and the kinds of cards you get and their rates meaning your conversations and relationships are limited by your Para’s personality. The problem is that the game is so lacking rn that this combined with the limiting traits makes things like cards repetitive and difficult.

I think the wording of the question and the body text is not the same thing, I don’t think Paras behave like Sims in the Sims 3, but heavy focus on the trait system? yeah Paralives surely got that down with the whole leveling up your personality and getting specific rewards related to their traits too

[u/Historical_Bus_8041] [42 pts] [Jun 10, 2026]
It’s an incredibly limited system, though. It might be built up into something substantial, but the traits are so rudimentary they don’t really make for distinct personalities.

[u/AlarmingAd3031] [-3 pts] [Jun 10, 2026]
Yes, but OP asked which game compared to this philosophy of developing traits and coming up with them and their effects before the game is even functioning, and Paralives fits that description to a T. People are downvoting just because this sub reeeally dislikes Paralives but if anything the comments are even admitting Inzoi personalities came after and don’t impact gameplay that much until recently. Paralives ENTIRE gameplay rn is picking wants and rewards from trait stuff...?

That’s what’s also making it boring, it needs other aspects developed, I saw a video that showed how Paras do not even have bladder failure or pass out from exhaustion, they take longer to die than even Sims 4 Sims and die from lack of sleep? it’s like they forgot the "surviving" because they were so focused on Sims 2-3 traits/wants gameplay. I just want even a little bit of challenge

[u/Historical_Bus_8041] [25 pts] [Jun 10, 2026]
I mean trait --> trait-specific rewards is not really a personality system, it’s a more insistent, less skill-tied version of what the Sims 4 did.

The traits at the moment seem to operate like some of the less creative modded traits for The Sims 4 - that will hit you over the head like a brick with modifiers in lieu of doing anything actually interesting.

I’m not saying that to bash Paralives. I don’t think the trait system *doesn’t* have potential (unlike the card system) and am curious to see where they take it. But boy right now it is *rough*.

[u/AlarmingAd3031] [-8 pts] [Jun 10, 2026]
But even needs are shaped around traits/personalities which is way more than the Sims 4 ever did and not even most life sims do that. I’m not saying it’s good, I’m saying it’s following the philosophy.

Pitting Paralives against Inzoi when they haven’t been out for remotely any amount of similar time is always unfair and even in cases where Paralives should win like this one, it will always, always lose.

[u/Historical_Bus_8041] [19 pts] [Jun 10, 2026]
They’re not really, though - as I said before, the needs stuff is like the less creative modded traits for The Sims 4 where they just hit you with ALL OF THE MODIFIERS because the modder doesn’t know how to do something more interesting to represent that personality trait.

It’s not really a good thing - it doesn’t make much sense for traits to just materially impact life sim "needs" when the needs are such broad, basic concepts. Like, if they were tracking a more expansive or different needs system than when you need to eat/sleep/pee/socialise/etc, or doing something interesting with what a need actually is, it’d be different.

I’m not putting Paralives against INZOI at all. I’m just saying that this is one thing that, in it’s current form, just isn’t great at all. It might well *become* great, but it’s not there now.

[u/StonDelRey] [1 pts] [Jun 10, 2026]
Sims 2. The queen herself

[u/No_Appointment_5179] [-5 pts] [Jun 10, 2026]
Neither honestly. To be fair I haven’t played Paralives, but from what I’ve seen in the videos.

Some Inzoi traits are nice some are kind of nonsensical. It’s true what people said in the comments that your zoi will randomly go do a thing - like take a bus, go to the park etc. But I don’t see the traits making that big of a ’punch’ in gameplay yet. That was actually one of my feedback points. The personalities still feel a bit underbaked and I would personally like more impact on the actual gameplay and conversations.

I don’t feel either games currently have things like the workaholic sim example you mentioned.

[u/Specialist_Hornet_40] [23 pts] [Jun 10, 2026]
Inzoi still needs customization options but imo personalities seem to be coming along. Like emotionally needy zois will autonomously spy on their spouse’s account or be really sensitive when turned down. Malicious zois get out of pocket urges like asking homeless people what their job is. Charmer zois might get the urge to date and romance five zois at once. Recluse zois get increasingly uncomfortable the longer they spend in public. Authoritarian zois seem more prone to slapping their spouse if they witness them cheating or to refuse divorce unilaterally up to five times, etc.

[u/No_Appointment_5179] [-5 pts] [Jun 10, 2026]
asking homeless people what their job is a nice thing for example, but in my experience it doesn’t have that gameplay impact punch. It’s just an interaction you click on to satisfy the want. Specifically things OP mentioned like a workaholic ignoring family ’desires’ even after a newborn. The dating xyz partners at once also doesn’t feel like huge gameplay impact to me, it feels like sims 4 where I had to check off quests of a list and it sort of starts feeling like a tutorial.

[u/iClockHatchet] [18 pts] [Jun 10, 2026]
Tbf even if it doesnt have that gameplay impact punch, that doesnt make it any less similar to the personality trait philosophy in ts3.

For example, evil sims in ts3 autonomously steal candy from toddlers, can donate to sabotage charity, revel in the graveyard etc. which dont give impact on long term gameplay either. But the accumulation of these little things make it so memorable and "trustable"(in the sense if you do rotational gameplay and hope ur evil sim neighbour is acting according to their traits without making major change that could ruin ur rotational plan). The small things matter. They help build the sims everyday persona when ur not playing them.

[u/No_Appointment_5179] [5 pts] [Jun 10, 2026]
Sure, but the sims 4 does too technically. It’s just that in ts4 too it doesn’t feel impactful either. Descriptions and fulfilling conversation interactions is one thing and it having an actual gameplay impact another.

But that’s my opinion on the mechanic. I’m not here to argue about it or anything, to me the traits as they are don’t feel very meaningful yet.

[u/lyricaldorian] [6 pts] [Jun 10, 2026]
It affects their autonomy, relationships, and moods as well

[u/lyricaldorian] [8 pts] [Jun 10, 2026]
They make a huge difference

[u/No_Appointment_5179] [2 pts] [Jun 10, 2026]

In my opinion they don’t make a huge gameplay impact, and that’s just my experience with the mechanic. Glad others enjoy it tho.

[u/lyricaldorian] [0 pts] [Jun 10, 2026]
Maybe it’s to do with your system or something because it absolutely affects gameplay. Like it’s not my opinion. They objectively impact social interactions, autonomy, wants, and dialogue choices

[u/Sims_Creator777] [3 pts] [Jun 10, 2026]
Wrong. inZOI has a Workaholic trait and it’s functional.

[u/No_Appointment_5179] [1 pts] [Jun 14, 2026]
It doesn’t have that gameplay effect like OP pointed out. Not even close. People here are way too defensive and intense about Inzoi.

It’s my experience with the mechanic and how I felt playing it, I don’t think I need to argue with 10 different people are write dissertations to simply say a mechanic doesn’t feel impactful to me yet.